Status of the Claims

1. (Currently Amended) A process for producing and delivering streams of content, comprising the steps of:

> periodically querying a database for a playlist for each of a plurality of stations;

> ~~periodically retrieving a playlist from a~~ receiving the playlists from the database based upon the periodic query ~~for content delivery for each station that a system serves~~;

> analyzing each of the ~~retrieved~~ received playlists to determine content that is already locally cached, and content that needs to be retrieved;

> fetching content that needs to be retrieved for each of the ~~retrieved~~ received playlists;

> locally caching the fetched content;

> concatenating the cached content into a stream for each of the stations, based on the ~~retrieved~~ received playlist for each of the stations;

> for each of the stations, feeding a buffer of a plurality of buffers with the stream corresponding to the station; and

> upon receiving a request for one or more of the streams, transmitting the streams of the content from the buffers to at least one distribution point for relaying to at least one client terminal.

2. (Currently Amended) The process of Claim 1, further comprising the steps of ~~step of~~:

> continuing to advance through the playlist for at least one of the stations if delivery of new content or schedule is disrupted;

> caching the first track of the playlist into memory if a second to last content element is reached, to ~~producing a~~ loop ~~of~~ the stream of content, such that the last content element is linked to the first content element; and

> playing the loop of content ~~as needed if delivery of new content or schedule is disrupted~~.

3. (Currently Amended) The process of Claim 2, <u>further comprising the steps of:</u>

<u>checking for new items in the playlist as each of the tracks finishes streaming; and</u>

<u>stopping the looping if there are new items in the playlist, to resume normal streaming of the content</u> ~~wherein the loop is compliant to a standard~~.

4. (Original) The process of Claim 1, wherein the content comprises audio content.

5. (Original) The process of Claim 1, wherein the content comprises video content.

6. (Currently Amended) The process of Claim 1, further comprising the ~~step of~~ <u>steps of</u>:

providing metadata associated with the content, and

integrating the metadata with <u>at least one of</u> the ~~stream~~ <u>streams</u>.

7. (Previously Presented) The process of Claim 6, wherein the metadata comprises content duration information.

8. (Previously Presented) The process of Claim 6, wherein the metadata comprises content time remaining information.

9. (Previously Presented) The process of Claim 1, wherein the client terminal comprises any of a computer, a mobile device, a microprocessor-based device, a portable digital assistant, and a network enabled receiver.

10. (Currently Amended) The process of Claim 1, wherein <u>at least one of</u> the ~~stream~~ <u>streams</u> of content is transmitted at a rate that is matched to a rate of play at the client terminal.

11. (Currently Amended) A process for producing and delivering streams of content, comprising the steps of:

periodically querying a database for a playlist for each of a plurality of stations;

~~periodically retrieving a playlist from a~~ receiving the playlists from the database based upon the periodic query ~~for content delivery for each station that a system serves~~;

analyzing each of the ~~retrieved~~ received playlists to determine content that is already locally cached in a memory cache, and content that needs to be retrieved;

fetching content that needs to be retrieved for each of the ~~retrieved~~ received playlists;

storing the fetched content to a local disk;

copying the stored fetched content to the memory cache;

concatenating the cached content from the memory cache into a stream for each of the stations based on the ~~retrieved~~ received playlist for each of the stations;

for each of the stations, feeding a buffer of a plurality of buffers with the stream corresponding to the station; and

upon receiving a request for one or more of the streams, delivering the streams of content from the buffers to at least one distribution point for relaying to at least one client terminal.

12. (Currently Amended) The process of Claim 11, further comprising the steps of ~~step of~~:

continuing to advance through the playlist for at least one of the stations if delivery of new content or schedule is disrupted;

caching the first track of the playlist into memory if a second to last content element is reached, to ~~producing a~~ loop ~~of~~ the stream of content, such that the last content element is linked to the first content element; and

playing the loop of content ~~as needed if delivery of new content or schedule is disrupted~~.

13. (Currently Amended) The process of Claim 12, <u>further comprising the steps of:</u>

<u>checking for new items in the playlist as each of the tracks finishes streaming; and</u>

<u>stopping the looping if there are new items in the playlist, to resume normal streaming of the content</u> ~~wherein the loop is compliant to a standard~~.

14. (Original) The process of Claim 11, wherein the content comprises audio content.

15. (Original) The process of Claim 11, wherein the content comprises video content.

16. (Currently Amended) The process of Claim 11, further comprising the ~~step of~~ <u>steps of</u>:

providing metadata associated with the content, and

integrating the metadata with <u>at least one of</u> the ~~stream~~ <u>streams</u>.

17. (Original) The process of Claim 16, wherein the metadata comprises content duration information.

18. (Original) The process of Claim 16, wherein the metadata comprises content time remaining information.

19. (Previously Presented) The process of Claim 11, wherein the client terminal comprises any of a computer, a mobile device, a microprocessor-based device, a portable digital assistant, and a network enabled receiver.

20. (Currently Amended) The process of Claim 11, wherein <u>at least one of</u> the ~~stream~~ <u>streams</u> of content is transmitted at a rate that is matched to a rate of play at the client terminal.

21. (Currently Amended) A stream source content delivery system ~~for retrieving playlists and content, and for delivering streams of the content based on the playlists to at least one distribution point~~, comprising:

      <u>means for periodically querying a database for a playlist for each of a plurality of stations;</u>

      means for ~~periodically retrieving a playlist from a~~ <u>receiving the playlists from the</u> database <u>based on the periodic query</u> ~~for content delivery for each station that the system serves~~;

      a local disk associated with the system for storing ~~the~~ content;

      means for analyzing each of the ~~retrieved~~ <u>received</u> playlists to determine content that is already locally stored, and content that needs to be retrieved;

      means for periodically fetching content that needs to be retrieved for each of the ~~retrieved~~ <u>received</u> playlists;

      a memory cache for copying the stored and ~~retrieved~~ <u>received</u> content;

      means for concatenating the content from the memory cache into a stream for each of the stations based on the ~~retrieved~~ <u>received</u> playlist for each of the stations;

      <u>a plurality of buffers;</u>

      <u>for each of the stations, means for feeding a buffer of the plurality of buffers with the stream corresponding to the station;</u>

      <u>means for receiving a request for one or more of the streams;</u> and

      means for delivering the streams of content <u>from the buffers</u> to at least one distribution point <u>upon receipt of the request,</u> for relaying <u>from the distribution point</u> to at least one client terminal.

22. (Currently Amended) The system of Claim 21, further comprising:

      <u>means for continuing to advance through the playlist for at least one of the stations if delivery of new content or schedule is disrupted;</u>

      <u>means for caching the first track of the playlist into memory if a second to last content element is reached, to loop</u> ~~a loop of~~ the stream of content, such that the last content element is linked to the first content element; and

means for ~~sending~~ playing the loop of content ~~to the client as needed if delivery of new content or schedule is disrupted~~.

23. (Currently Amended) The system of Claim 22, further comprising:

means for checking for new items in the playlist as each of the tracks finishes streaming; and

means for stopping the looping if there are new items in the playlist, to resume normal streaming of the content ~~wherein the loop is compliant to a standard~~.

24. (Previously Presented) The system of Claim 21, wherein the content comprises audio content.

25. (Previously Presented) The system of Claim 21, wherein the content comprises video content.

26. (Currently Amended) The system of Claim 21, further comprising:

metadata associated with the content and integrated within at least one of the ~~stream~~ streams.

27. (Original) The system of Claim 26, wherein the metadata comprises content duration information.

28. (Original) The system of Claim 26, wherein the metadata comprises content time remaining information.

29. (Previously Presented) The system of Claim 21, wherein the client terminal comprises any of a computer, a mobile device, a microprocessor-based device, a portable digital assistant, and a network enabled receiver.

30.   (Currently Amended)   The system of Claim 21, wherein the transmission rate of <u>at least one of</u> the ~~stream~~ <u>streams</u> of content is matched to a rate of play at the client terminal.